



## CYBERBALL

he year 2072. The world has changed in ways. But one thing is still the same: the ms of the future still enjoy sports. In the city um, the Universal Champions are preparing to differ site. This is the game that separates ybertoots from the Droids.

## GETTING STARTED

- insert the Tournament Cyberball 2072 game card as described in the Lynx Owner's Manual.
- 2. If 2. 3. or 4 people will play, Comlynx all Lynx machines.
- 3. Turn on the Lynx.
- 4. Press A or B to exit the 4. Press A or B to exit the title screen. In a one-player game, or two players on the same tream, the Coach Selection screen appears. Use the jupped to select a coach, then press A or B. Same coaches are tougher to beal than others.

- Applyed our Aloy Bigs

## PLAYING THE GAME



In a one-player game, the Lynx team will kick off and you will receive. The kickoff is always automatic. In a multi-player game, one or two people will play for each team, depending on the number of players. Each player controls a key player. Key players are player. Key players are silver on the screen. In a two-player game, one call offensive plays, the other defensive setups.

Choose your offensive or defensive play, then pr A or B. If you do not make a choice before time out, the Lynk will use the current selection.

The players line up at the line of scriminage. Defensive players can select which man they want to control before the ball is hikked by pressing A. The second othersive player may also choose his man. The play starts, and the coaches use their joypeds to move the key players.

Organistics within unjoin offered on defemplit puis appaying our A our B. Si volus no father pair de choix evant que le fample ne volcoule. In selection en cou-lest automatiquement employée.

Les jouous s'alignent sur la ligne de mélier. Avect gue le bellem sot lance, les pueurs defendels pour sélectantes le pueur qu'ils veulent contrôler sur le laman, en appuyent sur & Le second pueur déne pour auxeil onder son jouour. Le partie commence les entraineurs utilisent sur manute ou jeu pour les entraineurs utilisent ser manute ou jeu pour



If the defense intercepts a pass, they take they caught the ball.

There are two ways to score. If you cross the goal line, you score a touchdown. Touchdowns are worth six points. The offense then has a chance to make an extra point with one more play.

The defense can score a safety by sacking an offensive player behind the goal line. A safety is worth two points. Also, the defensive team gets the ball.



To choose a play category, press the joyped in the direction of that category, then press A or 8. You may also call a time out to stop the clock by selecting the Time Out option from the Play Category screen. Each play category contains several plays. Scroll through the selections by pressing the joyped right or left.

Pour choser une action, united la markete de jeu et aggréges sur A ou B. Usus pouvez faire un time suit en célestionneré l'option Time Dut sur l'écrain Plès Caregory, Chaquir catégorie contient plusieurs autoris. Paties gétaire les défendes attions et utilisses

00 4:14 00

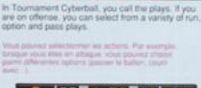
O D

BATL OUT

21

mer Sall Illian

Thomas in



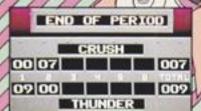






29

Play continues for six periods. Each period anti-five minutes. At the end of a period, the screeboard appears as the trains take a



If your team looked off, more your key player toward the recover. A player is tackled when a Cybertot from the opposing beam touches it



run to a white target and stop. Try to time your so it gets there just as he reaches the target to

On some plays, you can press B to pitch to the halfback, who can then throw a pass.



A human controlled receiver can run anywhere he wants, but it's a good idea for him to get to a target location as soon as possible. Press the joypad up, right, or left as you press A to aim at the corresponding target location. Make sure there are no defenders near the receiver or the quarterback when you pass or it might be intercepted.

